PAINT THE TOWN RED!!

SPIDER-MAN VENOM

MAXIMUM CARNAGE

SUPER NINTENDO

Acclaim

SNS-MK-USA

MORTAL KOMBAT II

INSTRUCTION BOOKLET

MIDWAY

Acclaim entertainment, inc.

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Nintendo

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NOTHING, NOTHIN... CAN PREPARE YOU!

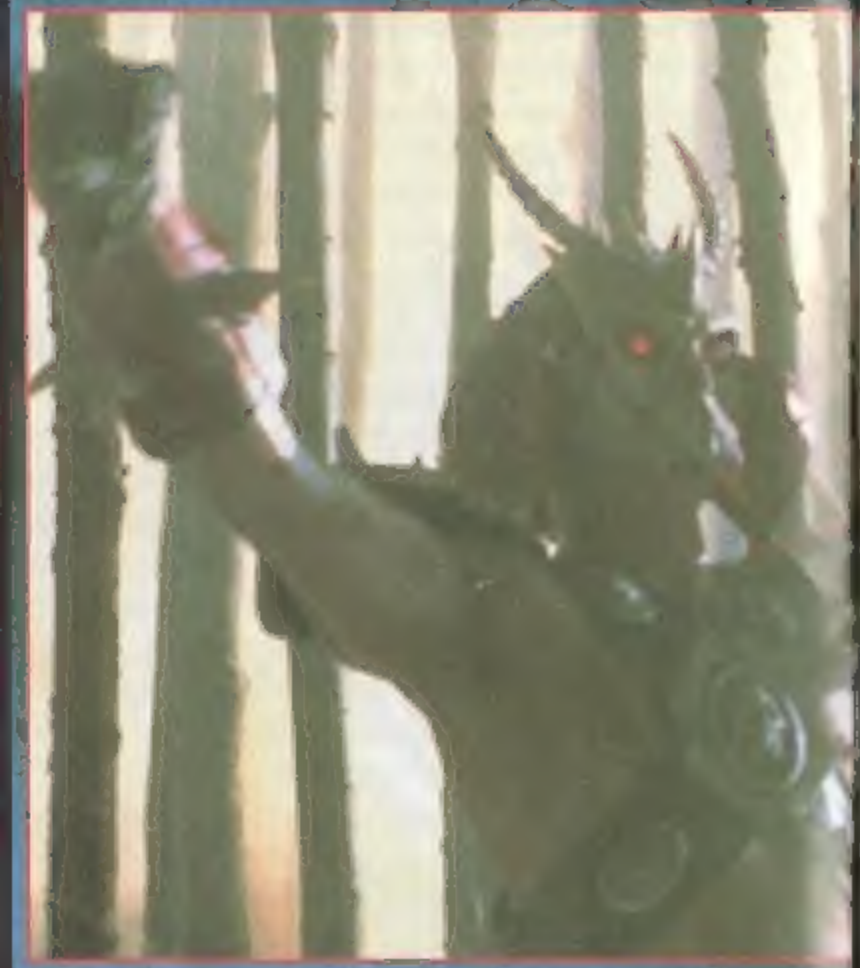
500 years ago, the shapeshifter Shang Tsung™ was banished from the Outworld to the Mother Realm (Earth) for his crimes. There, with the aid of his pupil Goro™, a hideous half-human dragon, he was to atone for his crimes by unbalancing the furies of the realm, allowing his master Shao Kahn™ and his minions to enter the dominion and rule forever.

He was defeated.

He returned to the Outworld a failure, facing execution at the hands of Shao Kahn™, supreme ruler of the Outworld, the Astral Planes of Shokan and the surrounding kingdoms. With the apparent demise of Goro™, his fate seemed sealed. But Tsung™ told Kahn™ of his plan for revenge, a plot so evil and twisted even Kahn™ was persuaded to grant him one final opportunity to redeem himself. He cleverly lured his adversaries to the bizarre Outworld where they would face a new challenge— a tournament hosted by Shao Kahn™ himself.

Today, the Tournament Begins... Ag

LET THE TOURNAMENT BEGIN!



1. Make sure the power switch is OFF.

2. Insert your Mortal Kombat® II Game Pak as described in your Super Nintendo® Entertainment System manual.

3. Turn the power switch ON. When you see the Mortal Kombat® II title screen, press the START button to advance to the Options screen.

START begins a one-player battle for the title of Grand Champion. First, however, a fighter must be selected. The warrior selection screen has pictures of all the warriors available to a player. To select a warrior, move the colored frame onto a warrior using the CONTROL PAD ARROWS. When your choice is framed, press the A or B button to select him. To select a warrior randomly, leave the frame on the initial warrior (Liu Kang™ for Player 1, Reptile™ for Player 2) and press UP and the START BUTTON.

Should a second player desire to join the tournament, he may do so at any time by pressing his START BUTTON. This will then return both players to the "Choose Your Fighter" screen where they again must choose their warriors. Both players may choose the same warrior. When this happens, the two will be distinguished by color. The players will then battle one another with the winner continuing onward in the tournament, and the loser's game ending.

If you wish to choose one of the various options within the OPTION MENU, press the D-PAD to the RIGHT and press START. The OPTION MENU will present you with the following options:

MUSIC allows you to turn the game music on or off.

DIFFICULTY allows you to choose whether the game will be Very Easy, Easy, Medium, Hard or Very Hard.

HANDICAP is a feature designed to let two players of different skill levels battle on an equal basis. You can increase or decrease your handicap by moving the D-PAD RIGHT OR LEFT. HANDICAP only works when in 2-player mode.

BUTTON CONFIGURATION allows you to select which buttons will operate which moves. To select a move, use the UP and DOWN CONTROL PAD ARROWS. To change the control, press the button you desire to use when the move is selected. Keep in mind that when you change one button, the move which originally used that button is also switched. To leave BUTTON CONFIGURATION, press the START BUTTON.

To exit the options screen and return to the main title screen, press the START BUTTON.

TO PAUSE THE GAME, PRESS THE START BUTTON ON THE BATTLE PLAN.

RULES OF THE OUTWORLD

While the kombatants in the original Shaolin Tournament for Martial Arts wagered their very lives upon their skills, in Shao Kahn's™ Outworld tournament, they wager much more!!!

The Outworld tournament first tests a warrior's fighting skill by pitting him against each of the formidable Earth warriors. In all Mortal Kombat® II battles, meters in the upper-left and upper-right corners of the screen measure the health of the warriors.

The meters begin each round completely green, but each time a warrior is hit, an amount of red signifying the degree of injury is added to his meter. When a warrior's bar becomes completely red, he is knocked out and the round goes to his opponent. Should time run out before either kombatant is knocked out, the warrior with less injury is declared the victor. The first warrior to win two rounds takes the match and moves on to his next opponent.

NOTE: If five rounds pass without a match winner, both kombatants will be disqualified from the tournament.

Once a warrior has defeated the other kombatants in the tournament, he then takes on the first of his Outworld hosts, the demon Shang Tsung™. His youth restored by his master Shao Kahn™, Tsung™ possesses both powerful magic and considerable physical skill.

Should a warrior defeat Tsung™, his next opponent is the massive Kintaro™. Kintaro™ is of the same race of half-human dragons which spawned Goro™. Enraged at his comrade's death at the hands of a mere mortal, Kintaro™ sought entrance to the tournament to seek revenge. Shao Kahn™ granted him this privilege in exchange for his servitude.

Defeating Kintaro™ proves a warrior worthy of meeting Shao Kahn™, supreme ruler of the Outworld, in battle. Defeat him to end his rule and become the Supreme Warrior in the Outworld realm!

THE ART OF KOMBAT II:

THE BASIC DEFENSIVE MOVES:

The art of Kombat is as it has been for thousands of years. A wise warrior will begin his training with the art of defense. Far more valuable than learning how to inflict blows is learning how to avoid or deflect them, for an opponent who attacks is an opponent who is vulnerable to attack. Defensive lessons are as follows (based on default settings):

TO MOVE FORWARD OR BACK:
Press the CONTROL PAD LEFT or RIGHT

TO BLOCK:
Press the L or R BUTTON

TO CROUCH:
Press the CONTROL PAD DOWN

TO JUMP:
Press the CONTROL PAD UP

TO FLIP FORWARD OR BACK:
Press the CONTROL PAD UP + LEFT or RIGHT

THE BASIC OFFENSIVE MOVES:

Once defense has been mastered, a warrior can begin to learn the fundamental offensive moves— the punches and kicks. In combination with strong defensive tactics, these moves are enough to defeat most foes. The fundamental offensive moves are as follows:

TO PUNCH (LOW):
Press the B BUTTON

TO PUNCH (HIGH):
Press the Y BUTTON

TO KICK (LOW):
Press the A BUTTON

TO KICK (HIGH):
Press the X BUTTON

THE ADVANCED MOVES:

The advanced moves use the basic moves as building blocks to form powerful maneuvers. However, although they do more damage, they also are slower. The advanced moves are as follows:

TO UPPERCUT: Press CROUCH + HIGH PUNCH

TO FOOT SWEEP: Press AWAY + LOW KICK

TO ROUNDHOUSE: Press AWAY + HIGH KICK

TO EXECUTE A FLYING PUNCH: JUMP or FLIP + LOW or HIGH PUNCH

TO EXECUTE A FLYING KICK: JUMP or FLIP + LOW or HIGH KICK

SPECIAL MOVES:

While being a master of Kombat may be enough to win any Earth contest, winning a contest in the hostile Outworld requires more of a warrior. In preparation for this tournament, every warrior has perfected several special moves. These moves often draw upon spiritual or supernatural energies, extreme physical conditioning, or mutant abilities for their effectiveness, and can be especially potent, often devastating an opponent.

WARRIOR WISDOM:

- Patience is a warrior's greatest ally. Wait for your opponent to attack, then counterattack him when he is most vulnerable.
- Timing is crucial to landing many moves. Practice often to learn timing secrets.
- With practice, a combination of moves can be learned which allow a warrior to hit his opponent several times before he has an opportunity to defend himself, making them an invaluable tool.
- Every warrior has different strengths and weaknesses in terms of speed and movement. Discovering these styles allows you to both use them better and kombat them better.

TM

QUICK REFERENCE CHART

	NORMAL	+ TOWARDS	+ AWAY	+ UP	+ DOWN
B BUTTON	Low Punch/ Throw	Low Punch/ Throw	Low Punch	Flying Punch	Crouched Punch
Y BUTTON	High Punch	High Punch	High Punch	Flying Punch	Uppercut
A BUTTON	Low Kick	Low Kick	Foot Sweep	Flying Kick	Crouched Low Kick
X BUTTON	High Kick	High Kick	Roundhouse	Flying Kick	Crouched High Kick
L or R BUTTON	Block	Block	Block	Block	Block

LIU KANG™

After winning back the Shaolin Tournament from Shang Tsung's™ twisted clutches and returning him to the Outworld in disgrace, Liu Kang™ returned to his temples. He discovered his sacred home in ruins, his Shaolin brothers lost in a vicious battle with a horde of Outworld warriors, a parting salvo from Tsung™ and his minions. Now he travels into the dark realm to seek revenge...

SPECIAL MOVES:

STANDARD FIREBALL:
Towards, Towards, High Punch

CROUCHING FIREBALL:
Towards, Towards, Low Punch

FLYING KICK:
Towards, Towards, High Kick

BICYCLE KICK:
Hold Low Kick for 5 seconds then release

KUNG LAO™

A former Shaolin monk and member of the White Lotus Society, Kung Lao™ is the last descendant of the great Kung Lao™ who was defeated by Goro™ 500 years ago, allowing the tournament to fall into Shang Tsung's™ evil hands. Realizing the danger the Outworld menace poses to all Earth, he joins Liu Kang™ in entering Shao Kahn's™ contest.

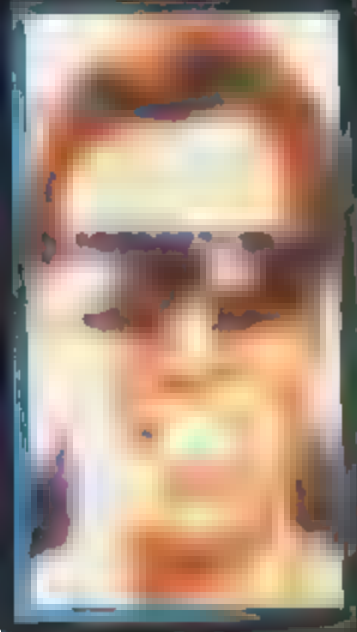
SPECIAL MOVES:

TELEPORT:
Down, Up

HAT THROW:
Away, Towards, Low Punch

BULLET KICK:
Down + High Kick at the peak of any jump

WHIRLWIND SPIN:
Up, Up, Low Kick (Keep tapping Low Kick to keep spinning)

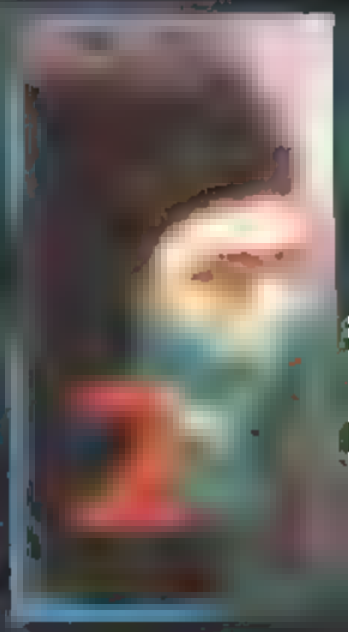


JO[illegible]

[illegible] set of his latest film. But in truth, he was following his former ally [illegible] King" into the Outworld [illegible]

[illegible]PTILE

[illegible] stopping all those [illegible] would do his master [illegible]arm. His human form is believed to disguise a [illegible] horrific reptilian creature whose race was thought extinct [illegible] millions of years ago. He enters the contest hoping to defeat all and protect his master.



SPECIAL MOVES

GREEN FLAME (LOW): Half Circle Away to Towards, Low Punch

GREEN FLAME (HIGH): Half Circle Towards to Away, High Punch

SHADOW KICK: Away, Towards, Low Kick

SHADOW UPPERCUT: Away, Down, Away, High Punch

LOW BLOW: Block + Low Punch

SPECIAL MOVES

ACID SPIT: Towards, Towards, High Punch

FORCE BALL: Away, Away, High Punch + Low Punch

INVISIBILITY: Up, Up, Down, High Punch

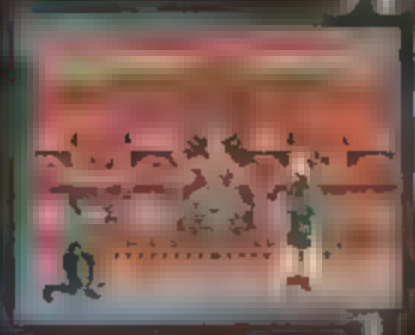
[illegible]: Away + Block + Low Punch + Low Kick

SPECIAL MOVES

DEEP FREEZE
Down to Towards, Low Punch

GROUND FREEZE
Down to Away, Low Kick

SLIDE
Away + Block + Low Punch + Low Kick

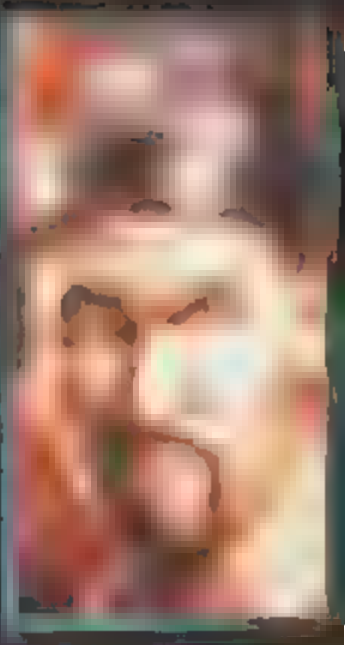


SPECIAL MOVES

FLAMES
Away, Away, High Punch (Low)

Away, Away, Towards, High Punch (Two)

Away, Away, Towards, Towards, High Punch (Three)



SHANG TSUNG

MOVEMENTS

LIU KANG™:
Away, Towards, Towards, Block

KUNG LAO™:
Away, Down, Away, High Kick

JOHNNY CAGE™:
Away, Away, Down, Low Punch

REPTILE™:
Block + Up, Down + High Punch

SUB ZERO™:
Towards, Down, Towards, High Punch

KITANA™:
Block, Block, Block

[illegible]

[illegible]

[illegible]

[illegible]

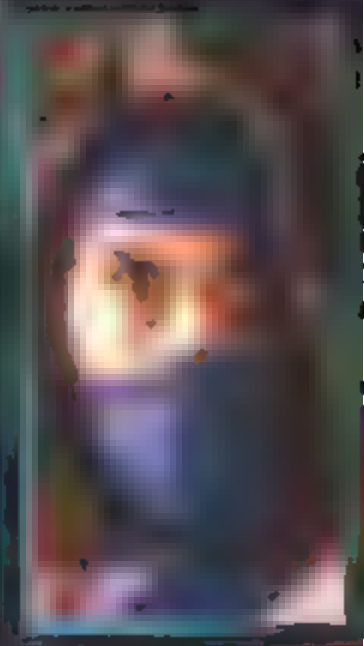
[illegible]

SCORPION™:
Up, Up

RAYDEN™:
Down, Away, Towards, Low Kick

KITANA

[illegible] as a personal assassin for Shao Kahn™ [illegible] talking to an Earth [illegible], her motives have come under [illegible] by her twin sister Mileena™, but only Kitana™ knows her own true intentions.



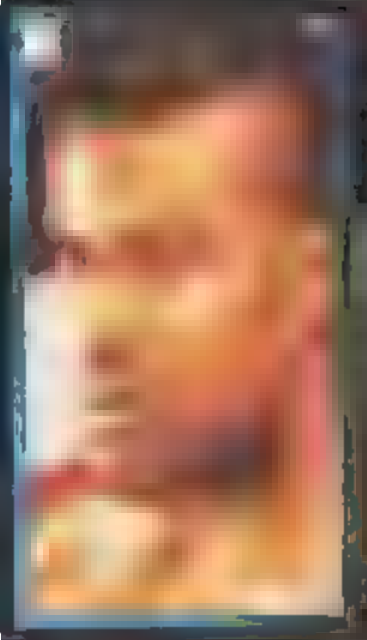
SPECIAL MOVES

FAN SWIPE:
High Punch + Away

FAN THROW:
Towards, Towards, High Punch + Low Punch

FAN LIFT:
Away, Away, Away, High Punch

SQUARE WAVE PUNCH:
Half Circle Towards to Away, High Punch



SPECIAL MOVES

ROUND POUND
Hold Low Kick for 3 seconds, then release

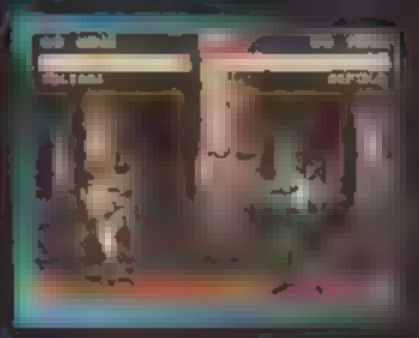
[illegible]
Towards, Towards, Low Punch

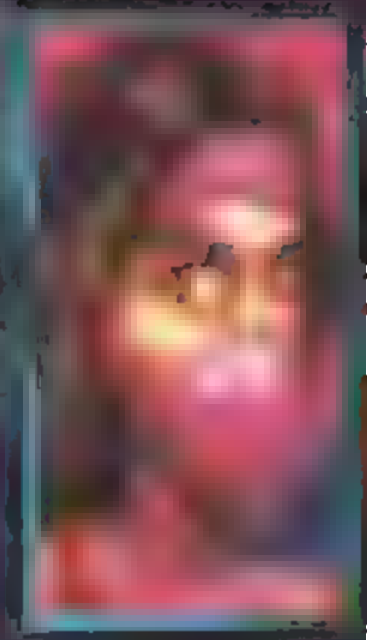
[illegible]
Half circle, Towards to Away, High Kick

[illegible]
Block, while in air, with opponent

[illegible]

[illegible] with her twin sister Kitana. Mileena's™ dazzling [illegible] conceals her hideous intentions. At Shao Kahn's™ request, she is asked to watch for her [illegible] unexpected [illegible] and stop it [illegible] any cost.





SPECIAL MOVES

[illegible]
Towards, Towards, Low Kick

ROLL ATTACK
Away, Away, Down, High Kick

SAI THROW
Hold High Punch for 2 seconds, then release

BARAKA™

Baraka™ led the attack against Liu Kang's™ Shaolin temple. He belongs to a nomadic race of mutants living in the wastelands of the Outworld. His fighting skills and dreaded Blade Fury gained the attention of Shao Kahn™ who then recruited him into his army of destruction.

SPECIAL MOVES:

BLADE SWIPE:
Away + High Punch

BLADE SPARK:
Down to Away, High Punch

BLADE FURY:
Away, Away, Away, Low Punch

DOUBLE KICK:
Tap High Kick 3 times when close to your opponent

SCORPION™

This reincarnated specter is back after learning of Sub Zero's™ return. He again stalks the ninja warrior, following him into the dark realm of the Outworld where he continues his personal mission— to avenge the loss of his family at the hands of the Lin Kuei clan.

SPECIAL MOVES:

SPEAR:
Away, Away, Low Punch

DECOY:
Down to Away, High Punch

SCISSOR TAKEDOWN:
Towards to Away, Low Kick

AIR THROW:
Block, while in air with opponent

RAYDEN™

Watching events unfold from high above, the mystic Rayden™ realizes the grim intentions of Shao Kahn™. After warning the remaining warriors from the Shaolin Tournament, Rayden™ soon disappears. He is believed to have ventured into the Outworld alone.

SPECIAL MOVES:

LIGHTNING BOLT:
Down to Towards, Low Punch

FLYING THUNDERBOLT:
Away, Away, Towards

TELEPORT:
Down, Up

SHOCK:
Hold High Punch for 5 seconds, then release when next to a standing opponent

KINTARO™

With Goro™ missing, Kintaro™ steps up to take his place as supreme ruler of Shao Kahn's™ armies. Stronger and more agile than his predecessor, he is enraged by Goro's™ defeat. Kintaro™ vows to take revenge on the Earth warriors responsible.

SHAO KAHN™

The supreme ruler of the Outworld, Shao Kahn™ governs the Astral Planes of Shokan and all surrounding kingdoms. Five hundred years ago he banished the shapeshifter Shang Tsung™ into the Mother Realm (Earth) to pay for his crimes. Shang Tsung™ was to unbalance the furies and create a weakness in Earth's dimensional gates. This weakness in the gates would allow Kahn™ and his minions to forever walk the Earth and plague its inhabitants to a dark and chaotic existence. Only then would Shang Tsung™ be cleared of his offense and the curse be lifted.

NOTES

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MORTAL KOMBAT®

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If you think you're tough enough to hit the next level in hand-to-hand Kombat, check out:

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Action Figures with shooting weapons and "Ninja Action" moves!

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AGE CODE: RATED 10 & UP
Caution: Do not aim weapons at eyes or face.

MORTAL KOMBAT® – It's not just a game anymore!

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